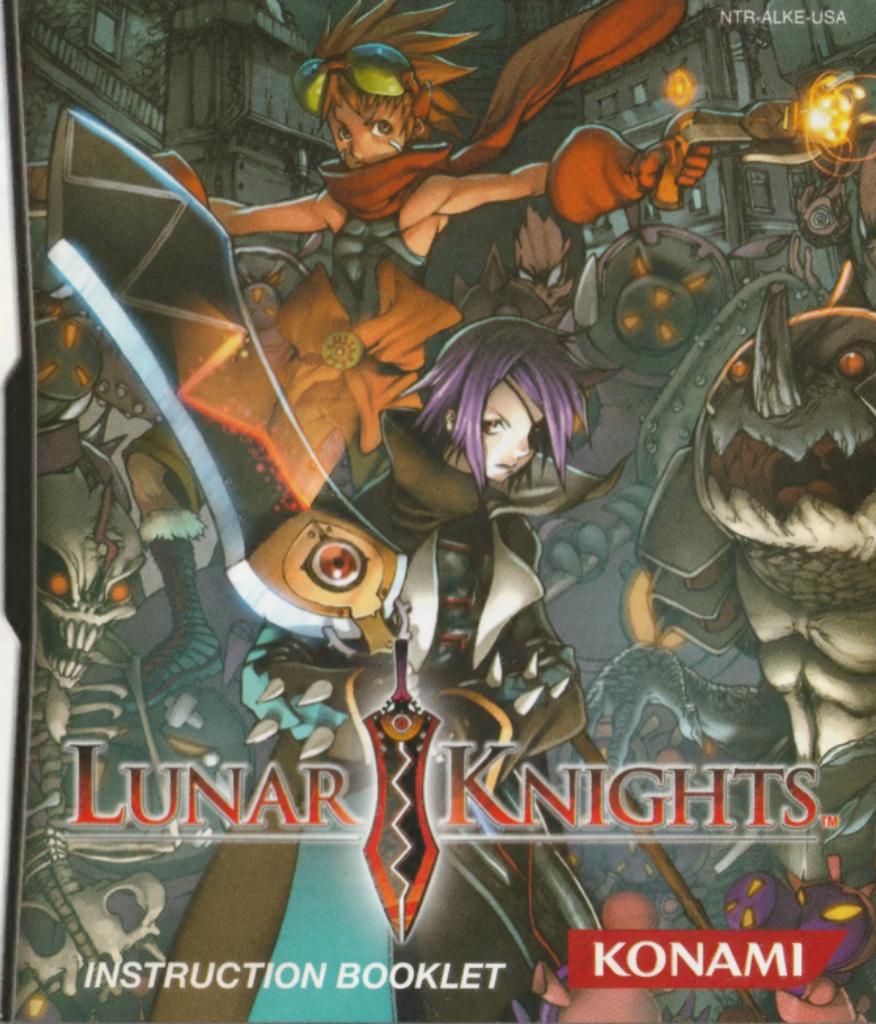


NTR-ALKE-USA

NINTENDO DSTM



LUNAR KNIGHTS.TM

INSTRUCTION BOOKLET

KONAMI

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

*The official seal is your assurance
that this product is licensed or
manufactured by Nintendo. Always
look for this seal when buying
video game systems,
accessories, games
and related
products.*



Nintendo does not license the sale or use of products
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THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.



Wireless DS
Single-Card
Download Play
1-4

THIS GAME ALLOWS WIRELESS MULTIPLAYER
GAMES DOWNLOADED FROM ONE GAME CARD.



Wireless DS
Multi-Card
Play
1-4

THIS GAME ALLOWS WIRELESS MULTIPLAYER
GAMES WITH EACH DS SYSTEM CONTAINING
A SEPARATE GAME CARD.

The end of the Cosmic Age marks the advent of a new era where
interstellar travel is commonplace among spacefaring civilizations. On the
fringe of the known universe is a remote planet called Earth.

For as long as can be remembered, a bloodthirsty race of vampires have
threatened the existence of humankind on this small planet. And now, alien
technology has provided them with new powers.

Equipping themselves with Casket Armor and activating the paraSOL – an
environmental control system – to block out the sunlight, they plunged the
world into darkness.

It wasn't long before humankind was forced to make one of two choices:
to live as slaves under vampire rule or to die fighting the undead horde.

Just as fear and despair pervaded over all, hope appeared in the form of
two courageous boys.

One of them, armed with the Dark Sword, engages in a never-ending battle
against the vampires. The other is a lad who has yet to harness the power
of the sun which lies in his soul.

This is their story...

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LUNAR KNIGHTS 3

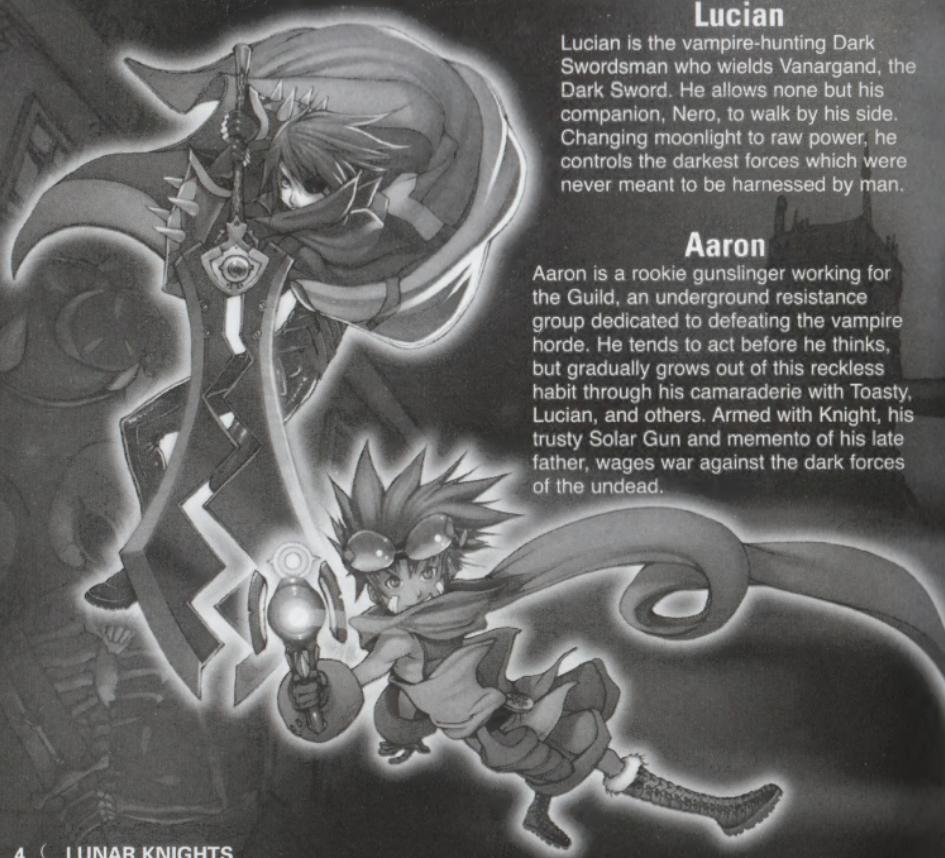
The Characters

Lucian

Lucian is the vampire-hunting Dark Swordsman who wields Vanargand, the Dark Sword. He allows none but his companion, Nero, to walk by his side. Changing moonlight to raw power, he controls the darkest forces which were never meant to be harnessed by man.

Aaron

Aaron is a rookie gunslinger working for the Guild, an underground resistance group dedicated to defeating the vampire horde. He tends to act before he thinks, but gradually grows out of this reckless habit through his camaraderie with Toasty, Lucian, and others. Armed with Knight, his trusty Solar Gun and memento of his late father, wages war against the dark forces of the undead.



Nero (Element: Dark)

Nero is a Terennial that rules over Dark. This black, winged cat travels with Lucian. Although he has a sharp tongue, Nero treats Lucian like a younger brother, providing extremely reliable and solid support.

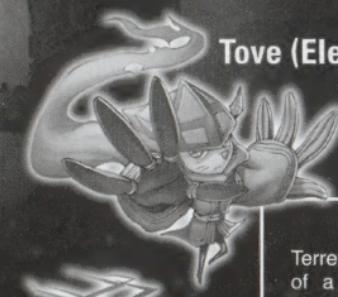


Toasty (Element: Sol)

Toasty is a Terennial that rules over Light. Having previously fought alongside Aaron's father, Toasty is a seasoned veteran with extensive knowledge and experience. He now serves with Aaron, providing the boy with invaluable insight and guidance.



Tove (Element: Earth)

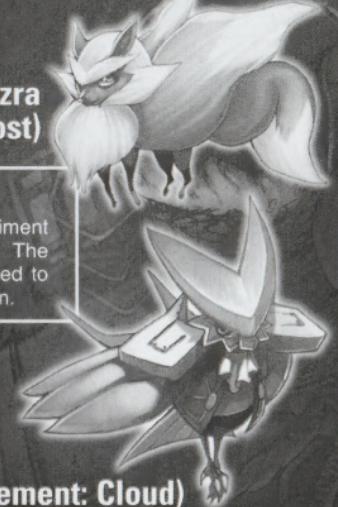


Ezra (Element: Frost)



Terrennials

Terrennials are the living embodiment of a planet's elemental forces. The elements that they control are used to provide power to Lucian and Aaron.



Ursula (Element: Flame)

Alexander (Element: Cloud)



The World

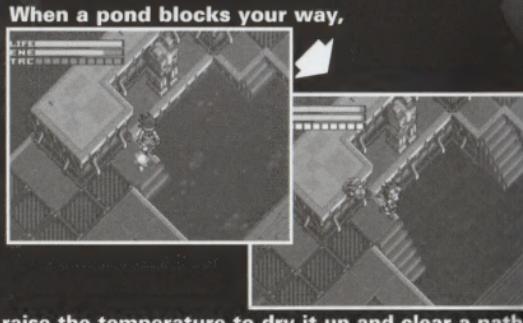
① The paraSOL Environmental Manipulation System

In "Lunar Knights", the paraSOL system controls the planet's weather and climate. As a result, conditions such as day and night as well as fair and harsh weather are governed by both playing time and the progress of the game.



② Weather and Climate

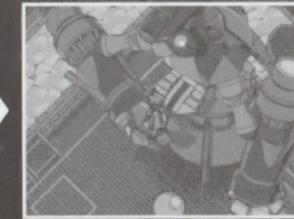
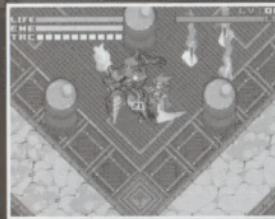
In the course of the game, various areas such as deserts and tropical rain forests are affected by changes in temperature, wind velocity, weather and other climate conditions. As the game progresses, you will be able to change these conditions and use them to your advantage. (See Page 35, "Change Climate")



③ Save the World

Your main objective is to eliminate the vampires and save the world. To purge the world of the undead, you must expose them to sunlight, thus purifying them. In order to do so, you must first clear your way through a dungeon and defeat the enemy boss. Next, you pack the boss aboard the Casket Rocket and battle your way to the Interstellar Satellite, Sunflower. Once you reach the satellite, the enemy boss will be bathed in solar energy, purifying the creature once and for all. (See Pages 36-37, "Shooting Screen")

- 1- Battle your way through a dungeon and find the enemy boss.



- 2- Defeat the boss, seal the creature aboard your Casket Rocket, and lift off.



- 3- Blast your way past the enemy gauntlet and bring the Casket Rocket and its contents to the Interstellar Satellite Sunflower.

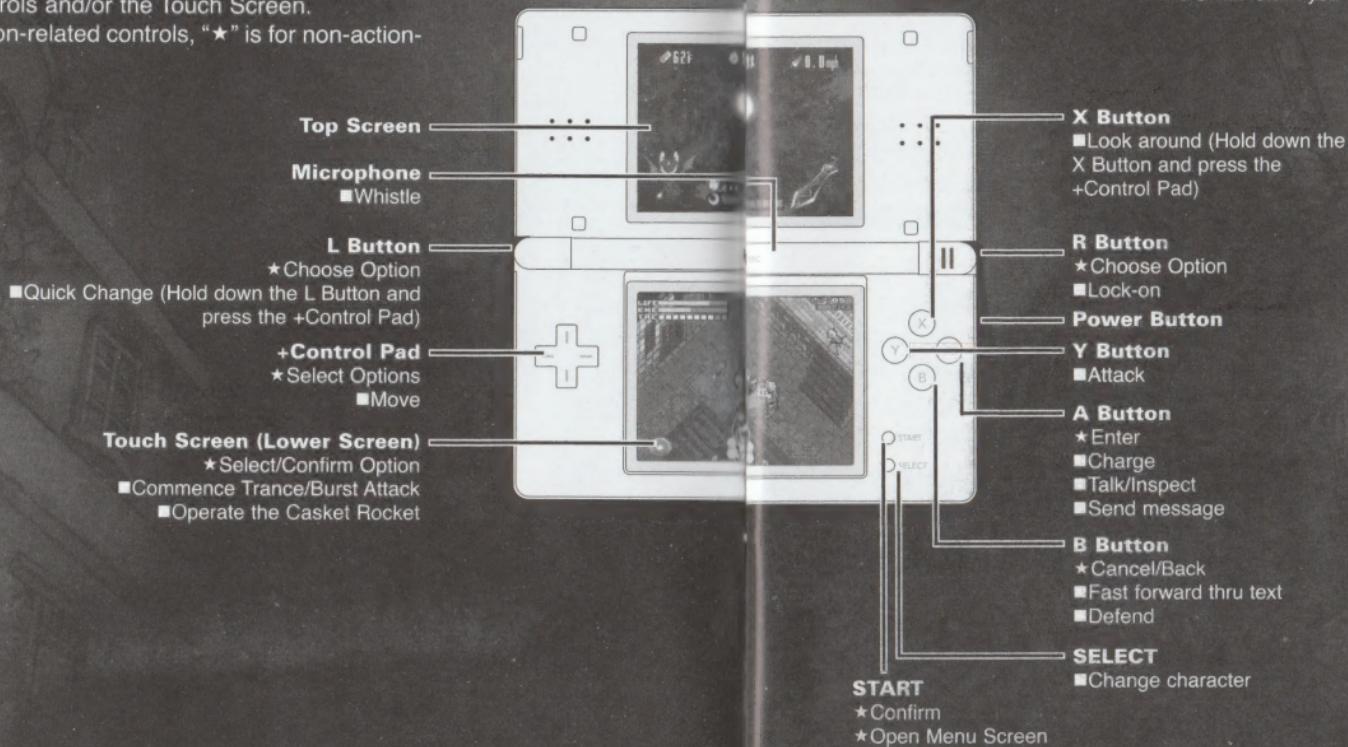
- 4- Use the Purifex aboard the satellite to purify the vampire.



The Controls

Depending on the situation in play, you will be required to use the button controls and/or the Touch Screen.

"■" designates action-related controls, "★" is for non-action-related controls.



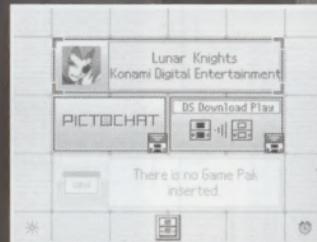
NOTE: You can exit the game and return to the Title Screen by simultaneously pressing the L/R Buttons, START, and SELECT.

NOTE: During gameplay, closing your Nintendo DS will enter the power-saving Sleep Mode. Opening Nintendo DS will return you to the game in play.

Starting the Game

Make sure the power is off. Properly insert the "Lunar Knights" Nintendo DS Game Card into the Game Card slot and press the Power Button. When Nintendo DS Boot-up Screen is displayed, touch the Touch Screen to call up Nintendo DS Menu Screen. Touching the "Lunar Knights" panel displayed on the Menu will start the game.

NOTE: This operation is not necessary if your Nintendo DS operation mode is set on Auto Mode. For further information, see your Nintendo DS instruction booklet.



◎Use a Game Boy® Advance version of "Boktai" to double your fun!

Insert the "Boktai" Game Boy® Advance Game Pak (sold separately) into the Game Boy® Advance Game Pak slot properly. Set up the Game Pak's Sun Sensor, and commence play. (See Page 44, "Double Slot" & Page 12, "Solar Sensor Settings")

◎Main Menu

Touching the Title Screen displayed on the Touch Screen, or pressing either START or the A Button will call up the Main Menu Screen. Use the +Control Pad to choose one of four options, and press either START or the A Button to make your selection, or simply touch the screen.

NEW GAME
LOAD
OPTIONS
WIRELESS

NEW GAME

Play begins at the start of the story. Select a file for saving your data, and then commence play.

NOTE: Prior to starting the game, entering a password from "Boktai 2" will change characters' items for the outset of the game.

◎Name your character

As the game proceeds, a Character Name Screen will be displayed. Enter your desired name using the controls described below.

Character Name Screen Controls

Confirm option	Touch Screen
Select option	+Control Pad
Confirm	A Button
Delete a letter	B Button
Switch letters	Y Button/L Button/R Button
Exit	START



LOAD

Select this to continue playing a previously saved game. To do so, select the saved file of your choice.

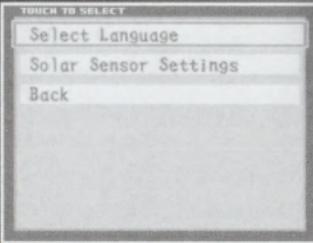
OPTIONS

Select this for Solar Sensor Settings.

Solar Sensor Settings

To use Solar Sensor Settings, cover the sensor with your hand to block out the sunlight and press the A Button.

NOTE: The Solar Sensor Settings can only be used if there is a "Boktai" Game Boy® Advance Game Pak plugged into the Game Boy® Advance Game Pak slot.



LINK

Select this to use Nintendo DS wireless communication for Multiplayer Competition.

Wireless Battle

For players who respectively own the game, up to four players can compete in "Nintendo DS Wireless Battle" mode. When only one Nintendo DS Game Card is available, players can compete in "Nintendo DS Download Play" mode. (See Pages 38-40, "Wireless Battle")

Quitting the Game

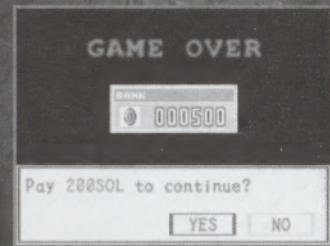
Saving the Game

When quitting the game, always make sure to save a game in progress. You can save your game by selecting "SAVE" in the Menu Screen. There is a maximum of 4 files available for storing your saved data. Saved data consists of the game's status up to the point where your character entered an area. When you LOAD a saved file, the game will commence at the starting point of the saved area. (See Page 31, "SAVE")



Game Over

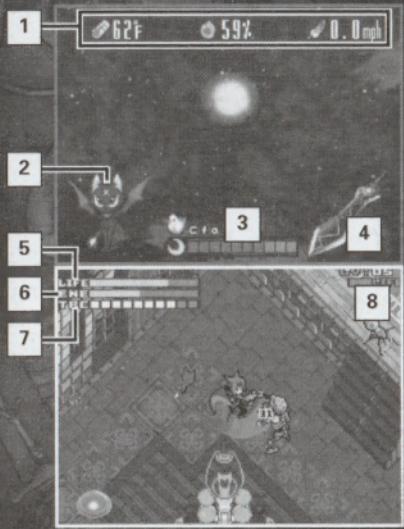
The game is over when your character's Life drops to 0 or your character falls from a high location. At this point you can pay out Sols, the currency used in this game, to continue the game at a specified location. If you choose not to continue, it's Game Over and the game will return to the Title Screen. WARNING: Any data that hasn't been saved up to this point will be lost.



Action Screen

The Layout

In the Action Screen, the top screen shows the paraSOL (current weather conditions), while the Touch Screen is used to control the movements of characters such as Lucian and Aaron. Switching characters in accordance with changing conditions such as time and location is an important aspect of this game. Pressing START displays the Menu Screen, allowing you access to such features as saving the game, and selecting items for use. (See Page 19, "Character Change" & Pages 23-31, "The Menu Screen")



1 Weather and Climate (See Page 6)

From left to right: Temperature/Humidity/Wind Velocity.

2 Terrennials (See Page 5)

Currently selected Terennial. or is displayed when a Terennial is not selected.

3 Lunar/Solar Gauge

Power meter representing the intensity of solar/lunar light. The more power that's available, the quicker you can charge up your energy.

4 Weapon

Displays the currently selected weapon.

5 Life Gauge (LIFE)

Represents a character's current Life. It decreases when an enemy inflicts damage. "Game Over" results when reduced to 0. (See Page 13, "Game Over")

6 Energy Gauge (ENE)

Energy is consumed by using the Solar Gun or by Element attacks. The energy can be recovered by charging up with solar or lunar light.

8 Enemy Data

Indicates the Life and Level of the enemy you are attacking. Defeat the enemy by reducing its Life Gauge to 0, and your character will be awarded EXP and Sols.

7 Trance Gauge (TRC)

This gauge increases when you attack the enemy or you are on the receiving end of an enemy's attack. When the gauge is full, you can trigger either Trance or Burst Attacks. (See Pages 20-22, "Trance & Burst Attacks")

Game Features

The following are examples of some of the features that are found in this game.



Sun Crystal

Approaching the crystal releases Terra Bugs which restore a character's Life.



Solar Station

Holding down the A Button while near the Solar Station allows you to charge up with the energy you stored at the Solar Bank. (See Page 33, "Solar Bank")



Hint Panel

Pressing the A Button while in the vicinity of this object displays valuable tips to assist you.



Treasure Chest

To obtain items contained in a Treasure Chest, stand over the chest and open it by pressing the A Button.

Enemy Status

A mark that appears over the head of an enemy reveals the enemy's current status.



Red or blue signifies when your character's been discovered, while white represents when an enemy, due to some noise, etc., has noticed signs of your presence.



Displayed when an enemy loses track of your character and abandons the search.



This is displayed when an enemy is unconscious as a result of your character's attack or other actions. An enemy in this condition is immobile for a fixed period of time.



Basic Actions

○ Movement: +Control Pad

Press the +Control Pad in the direction you wish your character to travel. To run, press twice in the same direction and hold the button down. Since running consumes energy, you should pay close attention to your character's remaining amount. Be careful, though. While running, any damage you take from an attack will be doubled.

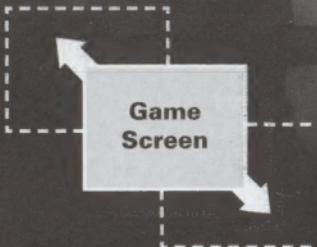


Run

When running, your character lights up.

○ Look Around: Hold down X Button and press +Control Pad

You can view your surroundings by holding down the X Button and pressing the +Control Pad. Use this action to verify your route or to check the location of your enemies.



○ Charge: A Button

You can charge your energy by pressing the A Button while your character is in an area bathed by light such as outside of a dungeon or under a skylight. Lucian requires lunar light, while Aaron needs solar light to charge up energy.

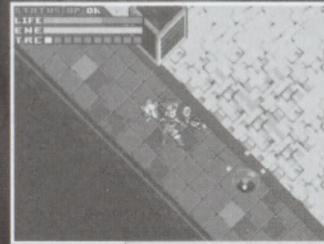
○ Inspect/Talk: A Button

The A Button triggers several actions such as opening Treasure Chests and revealing the contents of Hint Panels when you are above or below a particular object. In addition, you can talk to a character in the game by standing in front of him or her and pressing the A Button.



○ Whistle: Blow air into the microphone

Blowing air into the microphone will trigger a sound that can lure an enemy with an acute sense of hearing.



○ Lock-on: R Button

Holding down the R Button will lock-on to an enemy and face your character in the direction of the target. When there are several enemies in the vicinity, repeated presses of the R Button will cycle through the available targets.

① Attack: Y Button

Pressing the Y Button readies your character's weapon. Releasing the button triggers it. When a Terrestrial is in use, the attack will be supported by the Terrestrial's element. (See Page 30, "Terrestrials" & Page 28, "The Dark Sword", "The Solar Gun".)



Attacking with Lucian

Mainly wields his Dark Sword to slice and dice his opponents. He can attack without energy, and executes repeated attacks with rapid presses of the Y Button. Aside from his sword, he can also handle weapons such as the Dark Lance and the Dark Scythe.



Attacking with Aaron

Aaron uses a Solar Gun that fires energy converted from sunlight. As a result, his attacks require energy consumption. On the other hand, his weapon gives him the advantage of long-range attacks against the enemy. There are several Solar Gun models of varying attack capabilities that are available for use.

② Defend: B Button

Pressing the B Button triggers a shield for blocking frontal attacks. The shield will fade when the Guard Counter displayed on the lower right of the screen reaches 0. Leaving the shield inactive will recover the depleted Guard Counter over a period of time.



③ Quick Change: Hold down L Button and press +Control Pad

Holding down the L Button, press Up/Down on the +Control Pad to switch Terrestrials, or Right/Left to switch weapons.



④ Character Change: SELECT

Pressing SELECT switches the character that you control. However you can not change characters when experiencing a Status Abnormality. (See Page 25, "Status Abnormalities")



For smooth diagonal movement...

Go to the Menu Screen, select "Configuration", and then select "CONTROLS" to change the +Control Pad's movement commands. You can set the following directions of movement to respond when "Up" has been pressed on the pad: "+Up=Up" for moving up the screen; "+Up=Up-Right" for moving towards the upper right of the screen; or "+Up=Up-Left" for moving towards the upper left of the screen. (See Page 30, "Configuration")



Trance & Burst Attacks

◎ Trance Attack

This action allows your character to execute powerful attacks by adopting the elements of Terrennials such as Nero or Toasty. (See Page 5, "Terrennials")

NOTE: When a Terennial is selected, standard attacks become Element attacks.

◎ Activating Trance

To execute the Trance command, you have to fill your Trance Gauge (TRC) by attacking enemies or incurring enemy attacks. Once the gauge is full, a "TRC OK" icon is displayed on-screen. Simply touch the icon to trigger the Trance. After the Trance starts, the Trance Gauge decreases over a period of time. Once the Trance Gauge is empty, the Trance is canceled, returning your character back to normal. Depending on the Element of the Terennial used for the Trance, the paraSOL-controlled environmental conditions will be affected.



Dark Lucian

This is Lucian's form for adopting the Dark powers of Nero. In this state, you can attack with either the B Button or the Y Button. When Lucian returns to his normal form, the time will shift to Night.

Trance Attacks

Dark Fang

Press the B Button to bite the enemy. With repeated biting, the effectiveness of the attack grows. Dark Fang allows Lucian to absorb the life of his enemies.

Dark Claw

Pressing the Y Button delivers a shredding blow that slices through the air inflicting damage on nearby targets.



Sol Aaron

This is Aaron's form for adopting Toasty's powers of the Sun. In this state, you can attack enemies using the B Button or Y Button. When Aaron returns to his normal form, the time will shift to Day.

Trance Attacks

Sol Prominence

Press B Button to deliver a powerful kick. With repeated kicks, the effectiveness of the attack grows. Sol Prominence allows a certain level of energy to be recovered.

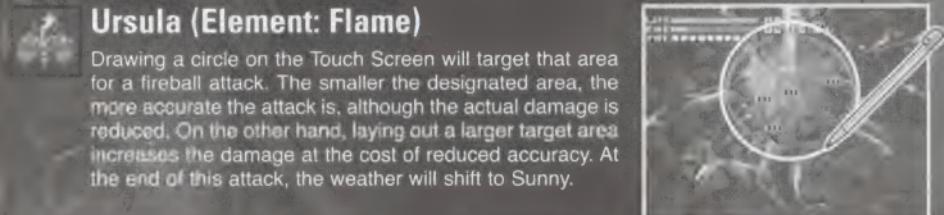
Sol Flare

Pressing the Y Button releases an explosive force that damages targets in the immediate vicinity.



④ Burst Attack

A Burst Attack is a powerful attack triggered by using the Elements of Terrennials other than Toasty and Nero. Its effect is limited to a fixed amount of time. As the game progresses, you will be able to use a variety of Burst Attacks. Burst Attacks are activated in the same manner as the Trance command. (See Page 20, "Activating Trance")

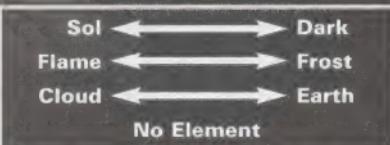


Ursula (Element: Flame)

Drawing a circle on the Touch Screen will target that area for a fireball attack. The smaller the designated area, the more accurate the attack is, although the actual damage is reduced. On the other hand, laying out a larger target area increases the damage at the cost of reduced accuracy. At the end of this attack, the weather will shift to Sunny.

⑤ Elements and Damage

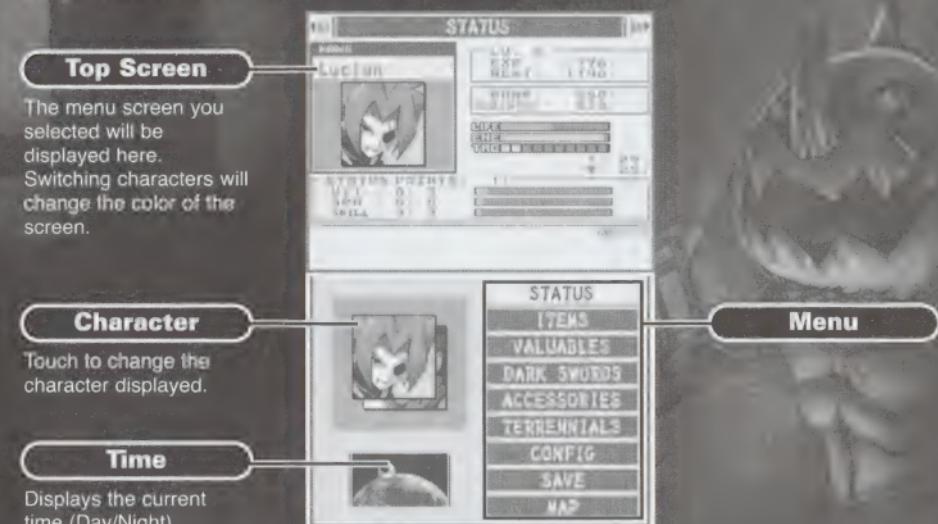
Each Terennial and enemy has their respective Element. Furthermore, an Element has its opposing counterpart that affects the amount of damage applied in an attack. For example, attacking Dark with Sol or vice versa will yield significant damage. Listed below are the related Elements. Note that "No Element" has no opposing force.



The Menu Screen

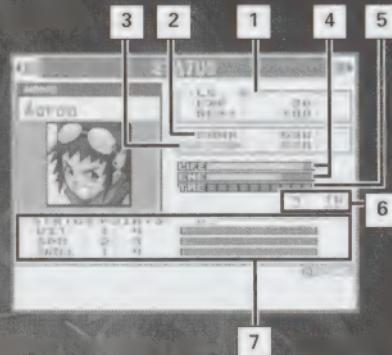
⑥ Using the Menu Screen

On the Action Screen, pressing START will allow you to use items, check the map, and execute other functions in the game. To switch menus, either touch the desired menu title or press the L/R Buttons. Pressing START or the B Button will return you to the game. (See P.14-15, "Action Screen")



● Status

You can verify data including the traits and remaining Life of your character. To change the displayed character, touch the character on the Touch Screen. Note that BANK and SOLAR STATION are shared by both Lucian and Aaron.



1 Level

From top to bottom a character's Level (LV), current Experience Points (EXP), and required amount of Experience Points for next level-up (NEXT) are listed. Achieving the next level awards the character with Status Points.

2 Amount of Sol on deposit at the Solar Bank (BANK)

3 Amount of Energy stored at the Solar Station (SOLAR STATION)

4 Remaining Life (LIFE) and remaining Energy (ENE)

5 Trance Gauge (TRC)

6 Currently equipped Weapon (sword icon) / Shield Strength (shield icon)

7 STATUS POINTS

Your character develops as you distribute Status Points among 3 traits.

Vitality: Represents a character's Life. As the number increases, so does the maximum amount of Life used for the Life Gauge.

Spirit: Represents a character's spiritual capacity. As the number increases, so does the maximum amount of Energy used for the Energy Gauge.

Skill: Represents a character's skill in battle. As the number increases, the character's attacks improve.

● Improving Your Character's Traits

Achieving a set amount of Experience Points by defeating enemies allows a character to level-up. When "STATUS UP OK" is displayed above the Life Gauge, use the points to improve your traits. (See Page 14, "Life Gauge")

Distributing Status Points

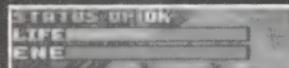
When Status Points are awarded to your character, go to the "Status" Screen. Press Up/Down on the +Control Pad to select the trait you wish to improve, and press Right/Left to distribute the points. When you're finished, press A Button to exit.

● Status Abnormalities

Whenever the status of your character suffers an abnormal effect from an enemy attack, the character's actions are impeded or further damage may be incurred. Use items, or take other measures, to cure yourself of any abnormalities immediately.

	Burning	Flame damage continuously eats away the character's Life.
	Frozen	Body is chilled to the bone, resulting in slower movement.
	Unconscious	Character is rendered immobile for a fixed amount of time. Additional enemy attacks speed up the recovery from this condition.
	Poisoned	Adversely affects a character's vision during movement. The condition can be cured with either Antitoxin or Wild Potion.
	Confused	The "+" above the character's head starts spinning, and mobility is affected as directional inputs to the +Control Pad are shuffled around. The condition can be cured with Wild Potion.

NOTE: Recovery from Burning, Frozen or Unconscious can be sped up by rapidly tapping on either the +Control Pad or the A/B/X/Y Buttons.



Number of Points

Status/Value

Gauge

Yellow: Current value
Blue: New value due to distributed points
Orange: Value due to accessories

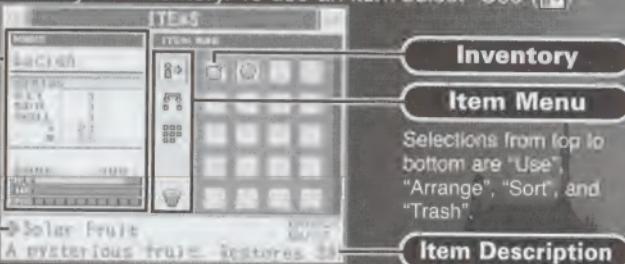
● Items

Use this to use or check items in your inventory. To use an item select "Use (□)".

Character Information

Lists your character's Status, Sols in Solar Bank, Life, Remaining Sols, and TRC.

Damage Meter



Damage Meter

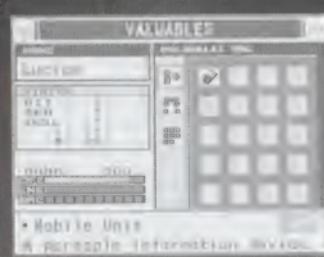
After a period of time, certain items such as Earth Fruit will go bad and lose effectiveness. The Damage Meter provides you with a means to judge the age of an item. Make sure to use an item quickly before it goes bad. Items placed in Storage at the Bank will not go bad. (See Page 33, "Solar Bank")

Damage Meter



● Valuables

You can use or check valuable items that are vital to your adventure. Selections are similar to those for the Item Screen with the exception that these items cannot be discarded.



Using the Mobile Unit

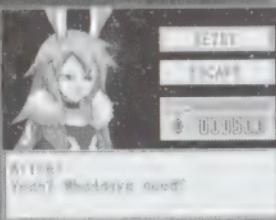
One of the valuable items is a Mobile Unit that can be used to move to the World Map, or to restart an area with the conditions reset to the point when your character entered that area.

Retry

For a fee paid in Sols, you can restart the current area with the conditions reset to the point when your character entered that area.

Escape

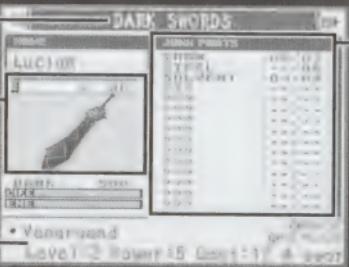
You can escape from a dungeon to the World Map by paying a fee in Sols.
(See Pages 32-35, "Using the World Map")



● The Dark Sword

Displayed when Lucian is selected, it allows you to check Lucian's inventory of weapons. Press Right/Left on the +Control Pad to select a weapon and press the A Button to equip it. You can use Quick Change to switch from your currently equipped weapon. To remove an equipped weapon, press the A Button once again during the selection process. (See Page 19, "Quick Change")

Weapon Description



Weapon Graphic

The letter "E" appears on an equipped weapon.

Weapon Skill



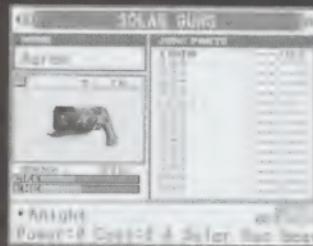
Parts Inventory List

The parts required in a recipe for enhancing a weapon are displayed. Parts you do not have enough of appear in red, while collected parts appear in green. The numbers represent the quantity required in the recipe followed by the quantity currently available in your inventory.

(See Page 35, Enhance Weapons)

● The Solar Gun

Displayed when Aaron is selected, it allows you to check his inventory of weapons. Screen content and controls are the same as those described for the Dark Sword.



● Accessories

Use this to equip or check accessory items in your inventory. Accessories can be equipped to boost a character's traits and are available for the Head, Body, Legs and Shield categories.

Character Information



Equipment Status

Equipping an item will display a related icon.

Head: Primarily improves Spirit.

Body: Primarily improves Vitality.

Legs: Primarily improves Skill.

Shield: Changes shield strength when equipped.

Accessories owned

The letter "E" appears on equipped accessories.

Accessory Menu

Selections from top to bottom are "Equip(Equip)", "Arrange()," "Sort()," and "Trash()".

Shield

Display owned shields.

Equip Accessory

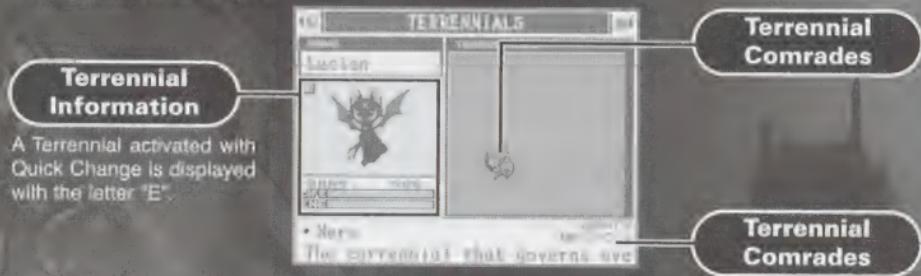
When equipping an accessory, first select "Equip(Equip)", and then choose the accessory to be equipped. Upon equipping the accessory, numerical values of traits that have increased are displayed in blue, while decreases are shown in red.

To change a character's shield, select "Shield".



Terrennials

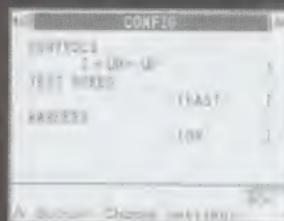
Use this to review the Elements and traits of a Terrestrial. To switch Terrennials, press Right/Left on the +Control Pad, and press the A Button to activate or deactivate Terrennials. (See Page 5, "Terrennials")



Configuration

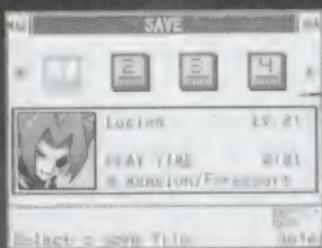
Use this to change the settings of the game. Press the A Button, and then using the +Control Pad, press Up/Down to select an option and Right/Left to change its settings.

CONTROLS	Changes the +Control Pad setup. (See Page 19, "For smooth diagonal movement...")
TEXT SPEED	Used to adjust the speed in which text is displayed on-screen.
MARKERS	Toggles the display of entry and exit arrow markers (▲) in the Action Screen on or off.



Save

Use this to save the data of a game in progress to one of the four available files. A file containing previously saved data will be overwritten if selected for use.



Map

Provides a view of your current location and the overall layout of dungeons. When you enter a new area, that area's map will become accessible.

Map Controls

+Control Pad	Camera movement
A Button + +Control Pad Right/Left	Switch maps
A Button + +Control Pad Up/Down	Switch floor levels
X Button	Zoom in/out
Y Button	Display current location

Icon List

	Current location		Dungeon Entrance
	Sun Crystal		Stairway (Down/Red)
	Solar Station		Stairway (Up/Blue)
	Moving Platform		Elevator (Down/Red)
	Elevator (Up/Blue)		

World Features

Using the World Map

Providing you with key locations such as cities and dungeons, the World Map is your guide to adventure.

Selecting a city or a dungeon on the map will display pertinent information such as the name of landmarks and the titles of accepted quests. Select a location you want to go to with your stylus, and touch it once again to finalize your selection.

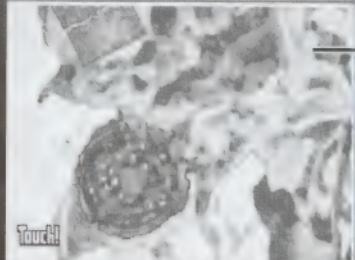
World Map

Name

The name and other information for the currently selected destination are displayed on-screen.

Mini-Map

Selectable locations are displayed. Choose a location on the World Map with the L/R Buttons and press the A Button to enlarge the area of the map surrounding the selected point.



Time/List

Shows the current time (Day/Night). A list is displayed on the Touch Screen when a point is designated.

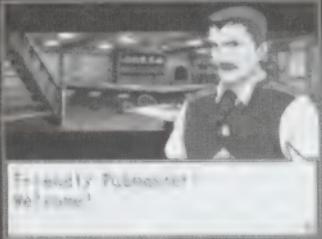
World Map

The map shows selectable locations such as cities and dungeons. You can view other areas by sliding your stylus on the screen to move the map.

Pub

An ideal place to meet and chat with other characters.

Talk	You can engage in conversation with characters in the Pub.
Find Info Broker	Offers two types of information – a record of the monsters that you've eliminated called the "Hunt List", and a log of the quests that you've undertaken called the "Quest List". You can select and review either list at your convenience. Quests do not have anything to do with the main story in this game. However, clearing them can yield rare and valuable items.
Stay at Inn	For some Sols, you can recover your character's Life and Energy. However, the character's Trance Gauge will be reduced to 0.
Listen To Music	Offers a selection of music from the game. You can gain access to new music by obtaining Sound Data.



Solar Bank

You can deposit items for storage at this location. This is also where you can charge up the energy stored in the Solar Station.

Talk	Engage a character in conversation.
Charge	Let's you convert your hard-earned Sols into energy to charge up the Solar Station. You can also convert the Solar Station's energy reserves back to Sols and return them to your bank account.
Storehouse	Let's you store or retrieve items from your inventory.
Check Storage	Whenever you receive items and your inventory is full, items are delivered here for safekeeping.



Item Shop

You can buy or sell accessories and other items here. To purchase an item, select □, and then choose from the merchandise displayed on the left of the screen. When you wish to sell, select an item from your inventory displayed on the right of the screen.

Price

The price is displayed when an inventory item or merchandise is selected.

Merchandise

Talk	Engage a character in conversation.
Buy/Sell Items	Buy or sell items.
Buy/Sell Accessories	Buy or sell accessories.
Buy Junk Parts	Buy parts for enhancing weapons.

© Solve Quests and Obtain New Items

Characters in cities will sometimes commission you to go on a quest for them. Talk to them to learn of and accept a quest, and then set out for the corresponding dungeon. These quests are not related to the main story, but, by completing them, you can gain many special items.



Inventory

Description

Effects

When you select an accessory, the effect that the item will have on your character's traits when it's equipped will be displayed on-screen.



Sheridan's Mansion

There are a number of things you can do here including practicing shooting and enhancing your weapons.

Talk

Engage a character in conversation.

Enhance Weapons

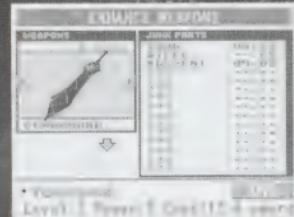
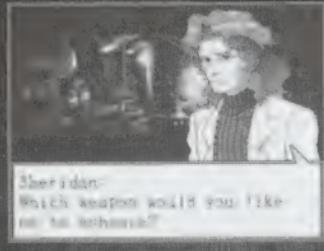
Increase a weapon's level with junk parts.

Change Climate

Switch climate conditions. (NOTE: You can only make use of conditions which you have gained access to in the course of the game.)

Shooting Battle

Shooting practice session. You can select the stage that you wish to practice.



© Collect parts and enhance weapons

Once you've collected all the necessary parts to enhance a weapon, you can improve the weapon by visiting Sheridan's Mansion and selecting "Enhance Weapons". Doing so has a number of benefits that include raising the weapon's level, improving its attack power, and increasing its consecutive attack capability. Gathering parts and then enhancing a weapon here is the only way to raise a weapon's level. (See Page 28, "Parts Inventory List")



Shooting Screen

Objective

Your objective is to transport an enemy boss and purify the creature aboard the Interstellar Satellite Sunflower. On your way to the satellite, you'll have to blast your way through enemies that threaten to thwart your mission. For the Shooting Screen, most actions are controlled from the Touch Screen.

Currently selected Terrestrial



Life Gauge (LIFE)

Enemy hits and Meteor collisions will reduce the Life Gauge. When the gauge hits empty, it's Game Over for you.
(See Page 13, "Game Over")

Energy Gauge (ENE)

The Energy Gauge decreases as you attack, and will refill as time passes.

Item



Life Capsule

A green capsule with "LIFE" etched on its surface. Take Life Capsules to replenish the Life Gauge.

ENE Capsule

A yellow capsule with "ENE" etched on its surface. Take ENE Capsules to replenish the Energy Gauge.



Purify the Boss

When you defeat a boss enemy in the dungeon, the boss must be sealed aboard a Casket Rocket and transported to space. Once in Space, you head for the Interstellar Satellite Sunflower, controlling your rocket with the Touch Screen.

Shoot Enemies to Clear the Way

To move the rocket, simply touch and slide it in the direction you wish to go, avoiding enemies along the way. You must reduce some enemies' Life Gauge to 0 to eliminate them.



Switching Terrennials

To switch Terrennials, hold down the L Button, and press the +Control Pad. Switching Terrennials will change the kind of shots fired, providing you with useful ammo for a variety of situations. Switching to Tove enables temporary invincibility when the stylus is applied to the ship.

The Purifex

Once you defeat a powerful boss, you'll rendezvous with the Interstellar Satellite Sunflower. There, the satellite's Purifex bathes the enemy boss in raw solar energy, and purifies the creature once and for all.





Nintendo DS Wireless Communication

Guidelines for Nintendo DS Wireless Play/Nintendo DS Download Play

Nintendo DS Wireless Play Guideline

Guidelines for playing with a Nintendo DS Game Card for each player.

What you will need:

Nintendo DS systems One for each player
"Lunar Knights" Nintendo DS Game Card One for each player

Steps

1. Make sure that all Nintendo DS systems are turned off, then insert a "Lunar Knights" Nintendo DS Game Card into the system.
2. Turn all Nintendo DS systems on. Nintendo DS Menu Screen will appear.
3. Touch the "Lunar Knights" panel.
4. Now, follow the instructions on page 41.

Nintendo DS Download Play Guidelines

Guidelines for single Nintendo DS Game Card play.

What You Will Need:

Nintendo DS systems One for each player
"Lunar Knights" Nintendo DS Game Card One

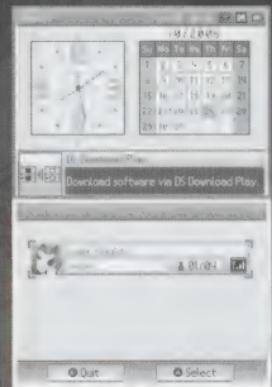
You can enjoy "Lunar Knights" even if you do not have enough Nintendo DS Game Card for all players.

Steps for the host

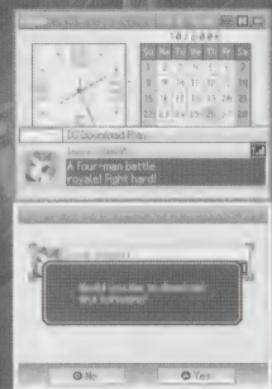
1. Make sure that all Nintendo DS systems are turned off, then insert a "Lunar Knights" Nintendo DS Game Card into the system.
2. Turn all Nintendo DS systems on. Nintendo DS Menu Screen will appear.
3. Touch the "Lunar Knights" panel.
4. Now, follow the instructions on page 41.

Steps for guests

1. Turn all Nintendo DS systems on. Nintendo DS Menu Screen will appear.
2. Touch Nintendo DS Download Play panel. The Game Selection Screen will appear.
3. Touch the "Lunar Knights" panel. The Game Confirmation Screen will appear.
4. When the correct software appears, touch "Yes". P1 will start the download process.
5. Please follow the instructions on page 41.



Game Selection Screen



Game Confirmation Screen

Wireless Communication Guidelines:

During wireless game play, an icon will appear on either the upper or lower displays showing the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below.

No. of Bars	0	1	2	3
Strength	Weaker	Stronger		



- Begin with the distance between systems at about 30 feet or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 65 feet or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between Nintendo DS systems.
- Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

Nintendo DS Wireless Battle

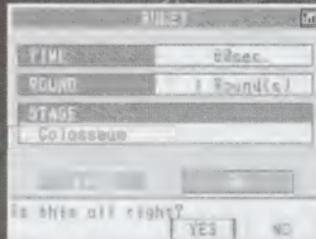
Nintendo DS Wireless Play

This mode allows up to four players to enjoy Wireless Battle play with a Nintendo DS Game Card for each player. The players battle each other, earning points by defeating their opposition. Whoever earns the most points within a specified time is declared the winner. After a defeat, as long as there's time remaining on the clock, a player can come back to life but precious points are lost.

NOTE: Prior to commencing wireless play, be sure to read "Nintendo DS Wireless Play Guidelines" on page 38.

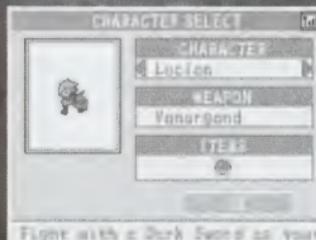
Rules Selection

The host will then access the Rules Selection Screen and set the time limit, number of rounds, and other game parameters as desired. Peers must wait until the host has completed this setup.



Character Selection

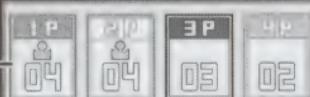
When the host system has completed the setup, each participant chooses a character and an item to possess at the start of the game. When all participants have entered their selections, the battle will begin. As the game progresses, the number of selectable items increases.



Begin Competition Play

The controls for Wireless Battle are basically the same as those for the single-player mode. However, certain actions such as Trance are unavailable. Also, you can press SELECT to choose an item, and use it by pressing the L Button. (See Pages 16-19, "Basic Actions")

Player Number & Score



Current Round Number



Item in Possession

Energy Gauge (ENE)

You can recharge at any time during a battle.

Life Gauge (LIFE)

This gauge represents a character's Life. It decreases when an enemy inflicts damage. A player is defeated when the gauge hits 0.

Results Screen

At the end of the match, the Results Screen is displayed.

When "Replay?" appears on the screen, the host may select "Yes" to start a new match, or select "No" to exit the mode. Peers should wait until the host has completed this step.

CONGRATULATIONS!



Nintendo DS Download Play

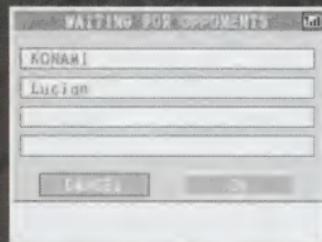
This mode allows up to four players to enjoy Wireless Battle play with a single Nintendo DS Game Card.

NOTE: Prior to commencing download play, be sure to read "Nintendo DS Download Play Guidelines" on page 39.

Host

Nintendo DS system with a Nintendo DS Game Card in its slot is the host system. From the Main Menu Screen, select in the following order: "LINK" → "Wireless Battle" → "Nintendo DS Download Play". From there, commence data download to participating players.

(See Page 43, "Begin Competition Play")



Peer

Nintendo DS system without a Nintendo DS Game Card in its slot is a peer system. Download the game from the host system following the steps described on page 39. After download is completed, wait for the host to accept all participants.





Double Slot

O Double the fun with Double Slot

When you start the game with a Game Boy® Advance version of "Boktai" inserted in your Nintendo DS system's Game Boy® Advance Game Pak slot, the Sun Sensor can be used and other features can be added to the gaming experience. (See Page 10, "Starting the Game")

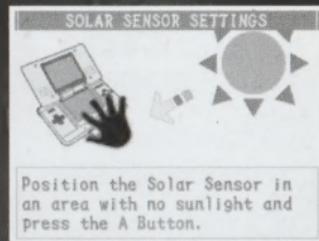
Double Slot Play With Sun Sensor Feature:

- The Solar/Lunar Gauge increases with the intensity of actual sunlight.
- Solar Station energy is automatically charged in accordance with the level of available sunlight.
- Gauges of characters not in use replenish.
- Additional items become available at Item Shops.

NOTE: Additional items and character gauges which replenish will vary depending on the Game Boy® Advance software in use. (See Page 15, "Energy Gauge" / "Solar Station" & Page 34, "Item Shop")

Setting Up the Sun Sensor

Select "Sun Sensor" from the "Valuables" menu. Enter your selection and the Sun Sensor Setup Screen will appear on your display. Expose the sensor to sunlight and press the A Button. This will activate the sensor for a fixed amount of time in which the Solar/Lunar Gauge will increase in accordance with the amount of sunlight captured by the sensor. When the Sun Sensor is active, a sensor icon is displayed above the Solar/Lunar Gauge and the energy charge increase from the sunlight appears on the gauge in green. (See Page 27, "Valuables")



Position the Solar Sensor in an area with no sunlight and press the A Button.

Solar/Lunar Gauge

O Health and Safety Information

- Avoid long periods of play in the sunlight, as it may be hazardous to your health.
- When playing in the sunlight, be sure to wear a hat, minimize skin exposure to sunlight, use sun-block lotion, avoid dehydration, and take any other necessary protective measures.
- Overexposure to sunlight for a prolonged period of time may hurt your eyes. If you experience any eye discomfort (altered vision, tears, itching, pain, or any other symptoms), discontinue play and consult your doctor immediately.
- When playing indoors, always play in a well-lit room.
- Avoid playing when fatigued or sleep-deprived. Only play when you are alert and awake.

Special Password System!

When you clear the game, a special password will appear on your screen. Enter this password on the official Lunar Knights homepage to view a record of your adventures.

You will also be eligible to download some cool stuff!

So remember to visit the Lunar Knights official homepage often to get the latest info on the game!



http://www.konami.jp/lunar_knights/

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Lucian
Dominic Allen

Aaron, Laura
Terry Osada

Nero, Polidori
Chris Koprivski

Toasty, Rymer
Guy Perryman

Edgar, Sheridan
Greg Dale

Virginia, Carmilla, Lisbeth
Blanca Allen

Stalker
Robert Belgrave

Dumas, Kay
Eric Kelso

Ursula
Donna Burke

Izra, Bea
Xanthe Smith

Alexander, Ernest
Walter Roberts

Tove, Alice
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Perrault
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If you feel stuck in the game, or just need a boost, don't worry!

You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

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